

What is Claimed is:

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In combination with an electronic video gaming device including a video screen and means for playing a wagering game, a player amusement feature comprising:

means for producing a visual amusement display on said video screen; and

a control input device operative on player manipulation to at least partially control said visual amusement display.

- [c2] The combination of claim 1, wherein said means for producing a visual amusement display on said video screen is operative to produce said visual amusement display only under certain conditions.
- [c3] The combination of claim 2, wherein said certain conditions are predetermined.
- [c4] The combination of claim 2, wherein said certain conditions are randomly determined.
- [c5] The combination of claim 2, wherein said certain conditions are predetermined and occur on a random basis.
- [c6] The combination of claim 2, wherein said certain conditions are at least partial winning conditions of said wagering game.
- [c7] The combination of claim 2, wherein said certain conditions are bonus winning conditions of said wagering game.
- [c8] The combination of claim 2, wherein said certain conditions are bonus opportunity conditions of said wagering game.
- [c9] The combination of claim 1, wherein player input to said control input device at least partially determines the outcome of at least a portion of said wagering game.
- [c10] The combination of claim 1, wherein player input to said control input device

	has no effect on the outcome of said wagering game.
[c11]	The combination of claim 1, wherein said visual amusement display
	comprises a visual representation of an event determining the outcome of at
	least a portion of said wagering game.
[c12]	The combination of claim 11, wherein player manipulation of said control
	input device does not affect the outcome of said visual representation of said
	event.
[c13]	The combination of claim 11, wherein player manipulation of said control
	input device determines the outcome of said visual representation of said
	event.
[c14]	The combination of claim 11, wherein said event comprises at least a portion
	of a bowling frame.
[c15]	The combination of claim 14, wherein player manipulation of said control
	input device determines an initial position of a visual representation of a
	bowling ball.
[c16]	The combination of claim 14, wherein player manipulation of said control
	input device determines at least one rolling condition of a visual
	representation of a bowling ball on a visual representation of a bowling lane.
[c17]	The combination of claim 16, wherein said at least one rolling condition
	comprises rolling release time.
[c18]	The combination of claim 16, wherein said at least one rolling condition
	comprises degree of hook.
[c19]	The combination of claim 16, wherein said at least one rolling condition
	comprises direction of hook.
[c20]	The combination of claim 16, wherein said at least one rolling condition
	comprises approach position.

[c21]	The combination of claim 16, wherein said at least one rolling condition
	comprises lane condition.
[c22]	The combination of claim 1, wherein said electronic gaming device
	comprises a virtual reel type slot machine.
[c23]	The combination of claim 22, wherein said virtual reel type slot machine
	includes reel symbols or indicia pertaining to a bowling theme.
[c24]	The combination of claim 23, wherein said amusement feature comprises an
	electronic video simulation of at least a portion of a bowling frame.
[c25]	A method of playing an electronic video wagering game, comprising the
	steps of:
	providing an electronic video gaming device including a video screen
	and means for playing a wagering game, means for producing a player
	amusement feature including a visual amusement display on said
	video screen, and a control input device operative on player
	manipulation to at least partially control said visual amusement
	display;
	affording a player an opportunity to place at least one wager to
	participate in said wageking game;
	activating said player amusement feature upon occurrence of a bonus
	activation condition during play of said wagering game; and
	affording a player an opportunity to at least partially control said visual
	amusement display by manipulation of said control input device.
[c26]	The method of claim 25, wherein said certain conditions are predetermined.
[c27]	The method of claim 25, wherein said certain conditions are randomly
	determined.
[c28]	The method of claim 25, wherein said certain conditions are predetermined
	and occur on a random basis.
[c29]	The method of claim 25, wherein said certain conditions are at least partial
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	winning conditions of said wagering game.
[c30]	The method of claim 25, wherein said certain conditions are bonus winning
	conditions of said wagering game.
[c31]	The method of claim 25, wherein said certain conditions are bonus
	opportunity conditions of said wagering game.
[c32]	The method of claim 25, wherein player input to said control input device at
	least partially determines the outcome of at least a portion of said wagering
	game.
[c33]	The method of claim 25, wherein player input to said control input device
,	has no effect on the outcome of said wagering game.
[c34]	The method of claim 25, wherein said visual amusement display comprises a
	visual representation of an event determining the outcome of at least a
	portion of said wagering game.
[c35]	The method of claim 34, wherein player manipulation of said control input
	device does not affect the outcome of said visual representation of said
	event.
[c36]	The method of claim 34, wherein player manipulation of said control input
	device determines the outcome of said visual representation of said event.
[c37]	The method of claim 34, wherein said event comprises at least a portion of a
	bowling frame.
[c38]	The method of claim 37, wherein player manipulation of said control input
	device determines an initial position of a visual representation of a bowling
	ball.
[c39]	The method of claim 37, wherein player manipulation of said control input
	device determines an initial position of a visual representation of a bowling
	ball.

[c40]	The method of claim 39, wherein said at least one rolling condition
	comprises rolling release time.
[c41]	The method of claim 39, wherein said at least one rolling condition
	comprises degree of hook.
[c42]	The method of claim 39, wherein said at least one rolling condition
	comprises direction of hook.
[c43]	The method of claim 39, wherein said at least one rolling condition
	comprises approach position.
[c44]	The method of claim 39, wherein said at least one rolling condition
	comprises lane condition.
[c45]	The method of claim 25, wherein said electronic gaming device comprises a
	virtual reel type slot machi ne.
[c46]	The method of claim 45, wherein said virtual reel type slot machine includes
	reel symbols or indicia pertaining to a bowling theme.
[c47]	The method of claim 46, wherein said amusement feature comprises an
	electronic video simulation of at least a portion of a bowling frame.